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WALT DISNEY'S

DONALD DUCK

AND FRIENDS

Like many of Carl Barks' early ten-page stories, this issue's "The Master Ice-Fisher" was not originally titled. It was given its current designation by Gladstone Publishing's staff back in the 1990s when everything was titled for inclusion in *The Carl Barks Library of Walt Disney's Comics and Stories in Color.*

So far so good, except that the choice of a title in this case implies the story's inclusion in a sub-category of Barks ten-pagers known as "mastery" stories. In those tales, Donald starts out as the undisputed expert in a given field. Everyone acknowledges his mastery and pays him homage. Later in the story, though, Donald's pride gets the better of him and as in Greek tragedy, he makes a fatal misstep that leads to disaster. This is exemplified in stories such as "The Master Glasser" and "The Beauty Business," and in many European stories built along the same lines.

Because the tradition of these adventures is so well-known amongst Barks enthusiasts, then, "The Master Ice-Fisher" was chosen as the title for the story at hand, even though it doesn't follow the accepted formula. Donald is in his more familiar role of a cocky braggadocio who believes he knows more about a subject than he actually does, and it is his inherent fallibility that leads to his pratfalls. It is a classic Barks tale nevertheless, though, and certainly worthy of inclusion here.

Filling out this issue, you'll see we have two stories by some of our favorite writers. Pat and Carol McGreal give us an exciting two-parter, ably illustrated by Victor Rios (Vicar), and Stefan Petrucha lends his always-fertile imagination to our current Goofy short.

—John Clark

• IN THIS ISSUE •

Donald Duck **THE QUACKING Part 1**
Story: Pat and Carol McGreal
Art: Vicar
Color: Egmont & Scott Rockwell
Lettering: Willie Schubert

Goofy **TO THE DOGS**
Story: Stefan Petrucha
Art: Jorge David
Color: Egmont & Michael Kraiger
Lettering: Jon Babcock

Donald Duck **THE MASTER ICE-FISHER**
Story & Art: Carl Barks
(WDC&S 66, March 1946)
Color: Susan Daigle Leach

Donald Duck **THE QUACKING Part 2**
Story: Pat and Carol McGreal
Art: Vicar
Color: Egmont & Scott Rockwell
Lettering: Willie Schubert

Front cover art by Daniel Branca, color by Sue Kolberg

NEXT ISSUE SHIPS WEEK OF JANUARY 9
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Walt Disney's DONALD DUCK in the QUACKING

THIS IS REALLY EXCITING, UNCA DONALD! YOU FINALLY LANDED A JOB!

AND NOT JUST *ANY* JOB! YOU GET TO BE THE OFF-SEASON CARETAKER OF A FABULOUS RESORT!

THERE IT IS! THE UNDERCOOK HOTEL! WHAT A FUN PLACE TO SPEND THE WINTER!

313

D 2002-194

WELCOME, MR. DUCK! I'M BLAIR UNDERCOOK, OWNER OF THE HOTEL! I'M *SO* GLAD YOU ACCEPTED THE POSITION!

SURE, BOSS! WHEN I SAW YOUR AD IN THE CLASSIFIEDS I RAN TO THE PHONE! THE JOB SOUNDS *SO* EASY...

WELL, THERE WILL BE A *LITTLE* WORK TO DO! ONCE THE PLACE IS SNOWED-IN, YOU'LL HAVE TO MAKE SURE THE PIPES DON'T FREEZE AND THE ROOF DOESN'T LEAK!

ONE MORE THING I SHOULD MENTION! NO CARETAKER HAS EVER MANAGED TO MAKE IT THROUGH THE WINTER! RUMORS ARE THAT THE HOTEL IS *HAUNTED!*

HAUNTED, EH? I DON'T BELIEVE IN THAT BOOSHWASH!

EXCELLENT! A SKEPTICAL MIND! I FEEL THE SAME!

STILL, THE HOTEL *HAS* HAD SOME TRIFLING MISFORTUNES OVER THE YEARS!

"TO START WITH, THE PLACE BURNED TO THE GROUND BACK IN 1977!"

"THEN IT WAS COMPLETELY RAZED BY AN AVALANCHE IN 1986!"

RUMBLE!

"AND TO TOP THINGS OFF, IT WAS ALMOST COMPLETELY DEMOLISHED WHEN A METEORITE SLAMMED INTO IT IN 1999!"

BOOOOOOM!

SHEESH! IF I WAS SUPERSTITIOUS, I'D SAY THE DUMP WAS *CURSED!*

BUT YOU'RE NOT SUPERSTITIOUS AND NEITHER AM I!

THAT'S WHY I REBUILT THE HOTEL EVERY TIME!

NOW LET ME SHOW YOU THE BOILER ROOM! IT REQUIRES PRECISE MAINTENANCE DURING THE WINTER MONTHS!

MEANWHILE, THE BOYS EXPLORE THE GROUNDS...

WOW! FEAST YOUR PEEPERS ON THIS TOPIARY GARDEN!

ARE YOU RESPONSIBLE FOR THESE SENSATIONAL SHRUBS, MISTER?

SURE AM! I'M JUST APPLYIN' SOME FINISHIN' TOUCHES BEFORE I PACK IT UP FOR THE SEASON!

WE GET TO STAY! OUR UNCA DONALD IS THE NEW CARETAKER!

YOU BOYS BEST BE CAREFUL! THERE ARE MYSTERIOUS GOIN'S-ON IN THIS OL' JOINT DURIN' THE WINTER!

AH, I GUESS YOU DUCKLINGS DON'T GOT TO WORRY! I CAN TELL BY LOOKING AT YOU! YOU BOYS GOT THE 'QUACKING'!

THE QUACKING?

WHAT IS THE QUACKING?

SHHH! IT'S A VERY *SPECIAL* GIFT! IT MAY PULL YOUR FAT OUTTA THE FIRE IF YOU NEED IT TO! YOU SEE...

I'VE FINISHED ACQUAINTING THE NEW CARETAKER WITH HIS DUTIES, DITHERS! IT'S TIME WE DEPART!

SORRY, FELLAHS! I GOTTA GO!

GOOD LUCK, DUCK! I KNOW YOU WON'T LET ME DOWN!

YOU CAN DEPEND ON ME TO KEEP THE HOTEL SAFE AND SOUND, SIR!

DAYS GO BY AND DONALD TAKES TO HIS JOB LIKE A DUCK TO WATER...

YESSIR! I'VE LANDED THE SWEETEST GIG THIS SIDE OF PARADISE!

NOTHING TO DO ALL WINTER BUT PUT MY FEET UP IN FRONT OF THE FIRE AND GET PAID FOR DOING IT! HOPE THE BOYS AREN'T *TOO* BORED!

THEY AREN'T...

WE'RE HAVING THE TIME OF OUR LIVES!

THIS BIG OLD HOTEL IS PERFECT FOR PLAYING HIDE-AND-GO-SEEK!

AND THESE IMMENSE HALLWAYS ARE A SKATEBOARDER'S DREAM!

HEADS UP! I'M GRABBING SOME AIR!

NOW WHAT?

HOW'S ABOUT WE FIGURE OUT WHAT MR. DITHERS MEANT BY THE "QUACKING"?

IT MUST BE SOME MYSTICAL QUALITY WE POSSESS THAT'S TIED IN WITH THE EERIE VIBES OF THE HOTEL!

WHAT EERIE VIBES?

WE DON'T HAVE A *CLUE* AS TO WHAT THE OLD GEEZER WAS TALKING ABOUT! AND THERE AREN'T ANY MYSTERIOUS GOINGS-ON AROUND HERE ANYWAY!

OH NO? LET'S CHECK IN ON DONALD...

WHAT IN TARNATION IS THAT NOISE? SOUNDS LIKE A BIG PARTY'S IN FULL SWING!

CLINK!

CRASH!

THE RUCKUS IS COMING FROM THE BALLROOM! COULD THE BOYS POSSIBLY HAVE INVITED *FRIENDS* OVER?

HUH? THE PLACE IS DESERTED! WHAT'S GOING ON?

HEY! WERE YOU TERMITES JUST WHOOPING IT UP IN THERE?

WE DON'T KNOW WHAT YOU'RE TALKING ABOUT, UNCA DONALD!

WAS I *HEARING* THINGS? MAYBE THE ISOLATION IS BEGINNING TO GET TO ME!

NO MATTER HOW I LOOK AT IT, THERE'S SOMETHING *FUNNY* GOING ON!

AWP!

COME PLAY WITH US, DONALD!

YAAARGH! IT'S HAUNTED! THE JOINT IS HAUNTED!

LITTLE GIRLS! SPOOKY LITTLE GIRLS IN CREEPY OLD-FASHIONED DUDS!

WHAT ARE YOU TALKING ABOUT, UNCA DONALD?

I SAW THEM! GHOSTS! DON'T MAKE ME GO BACK THERE!

THAT'S NONSENSE! THERE ARE NO GHOSTS! WE'LL SHOW YOU!

SEE? JUST A DUSTY OLD PAINTING!

YOU WERE LETTING YOUR MIND PLAY TRICKS ON YOU!

WE'D TELL YOU TO TAKE IT EASY, BUT THAT'S ALL YOU DO!

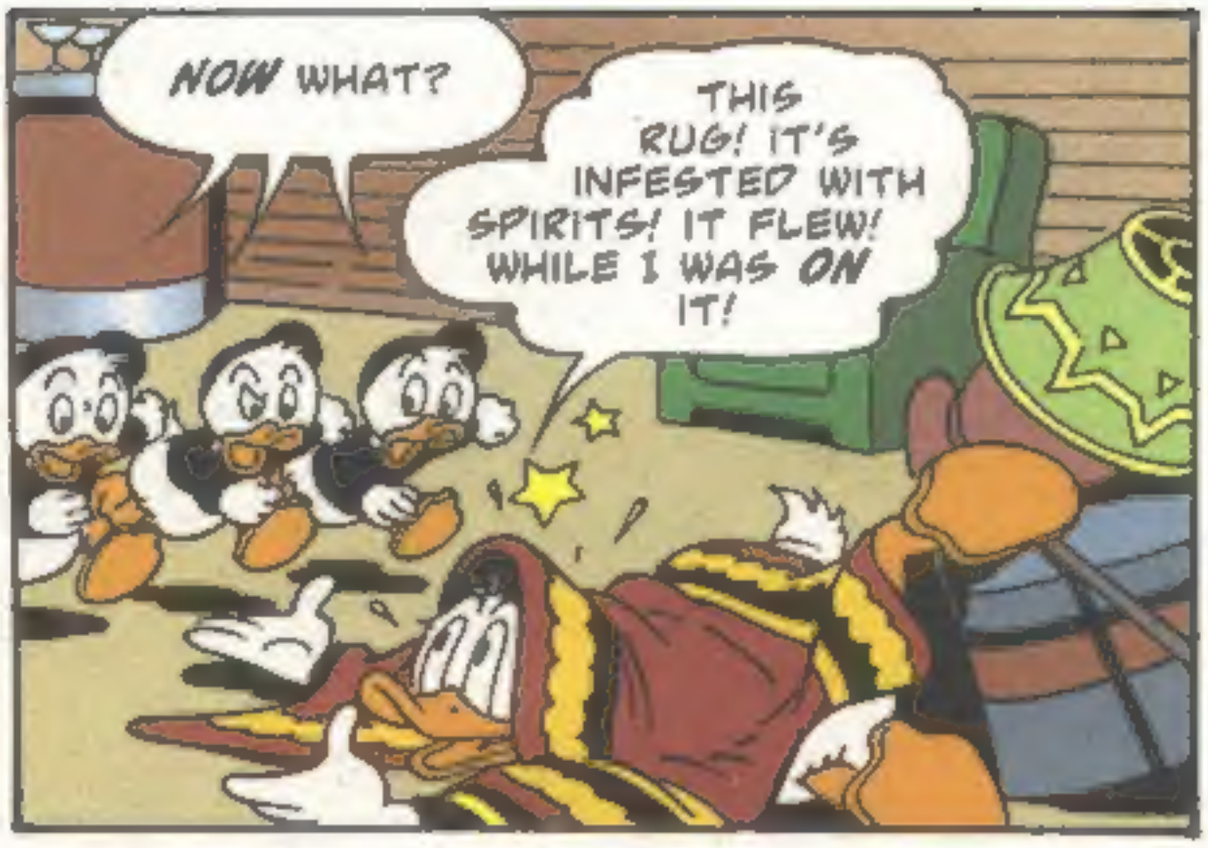
COULD IT BE TRUE? WAS IT IN MY HEAD?

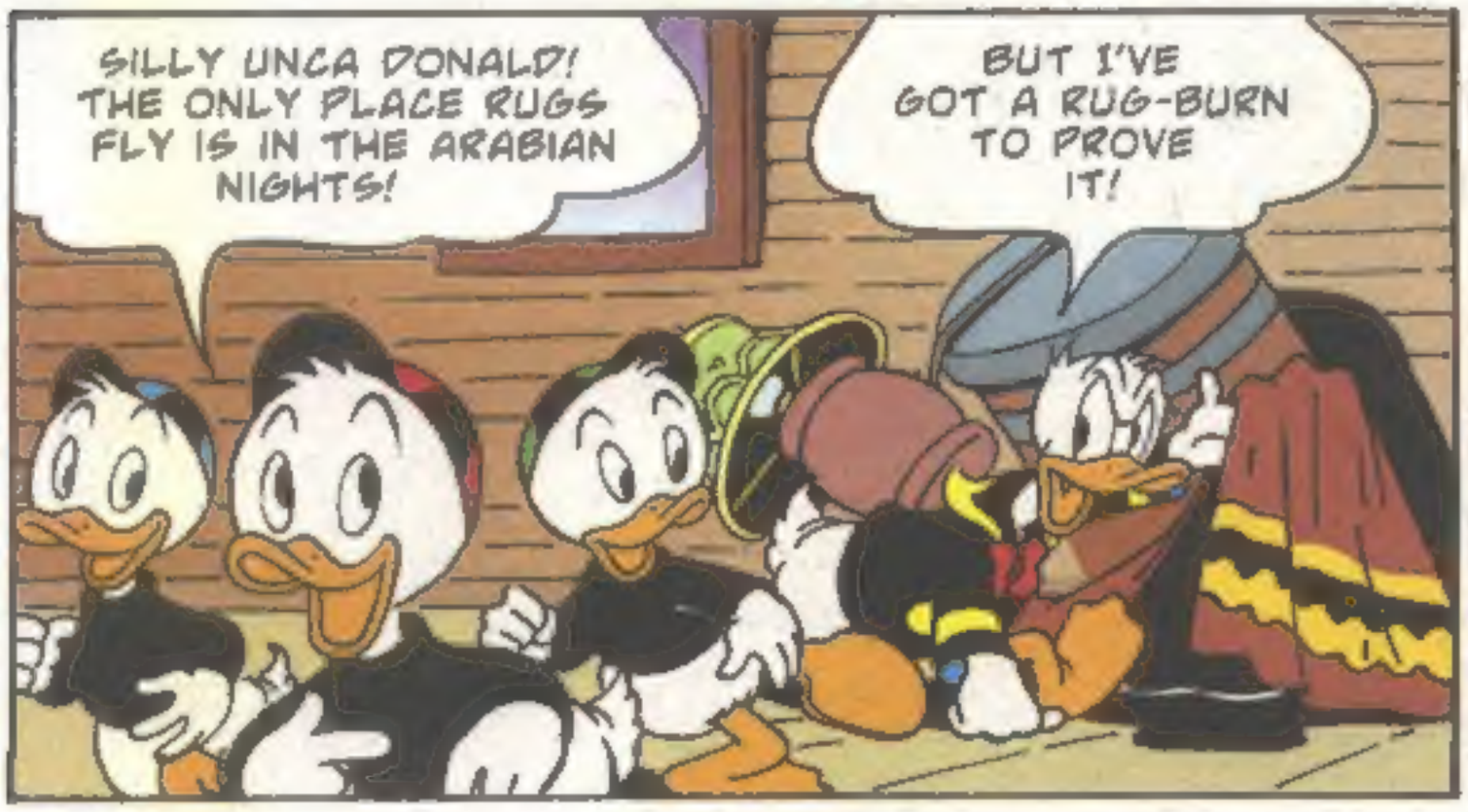
WELL, WHY NOT? THE ISOLATION OF LIVING HERE COULD MAKE ANYBODY'S BRAINPAN DO LOOP-THE-LOOPS!

GREAT GALLOPING GOLLIWOGS! I'M AIRBORNE!

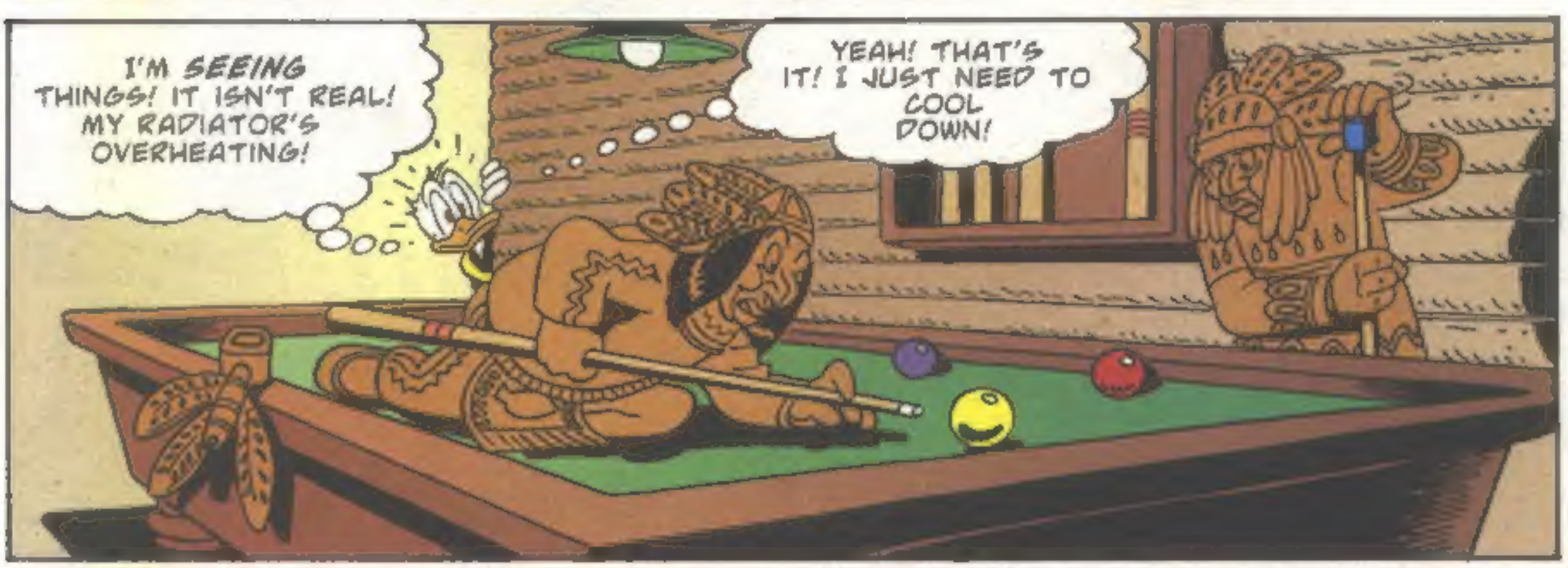
THIS CAN'T BE HAPPENING! HEEELP!

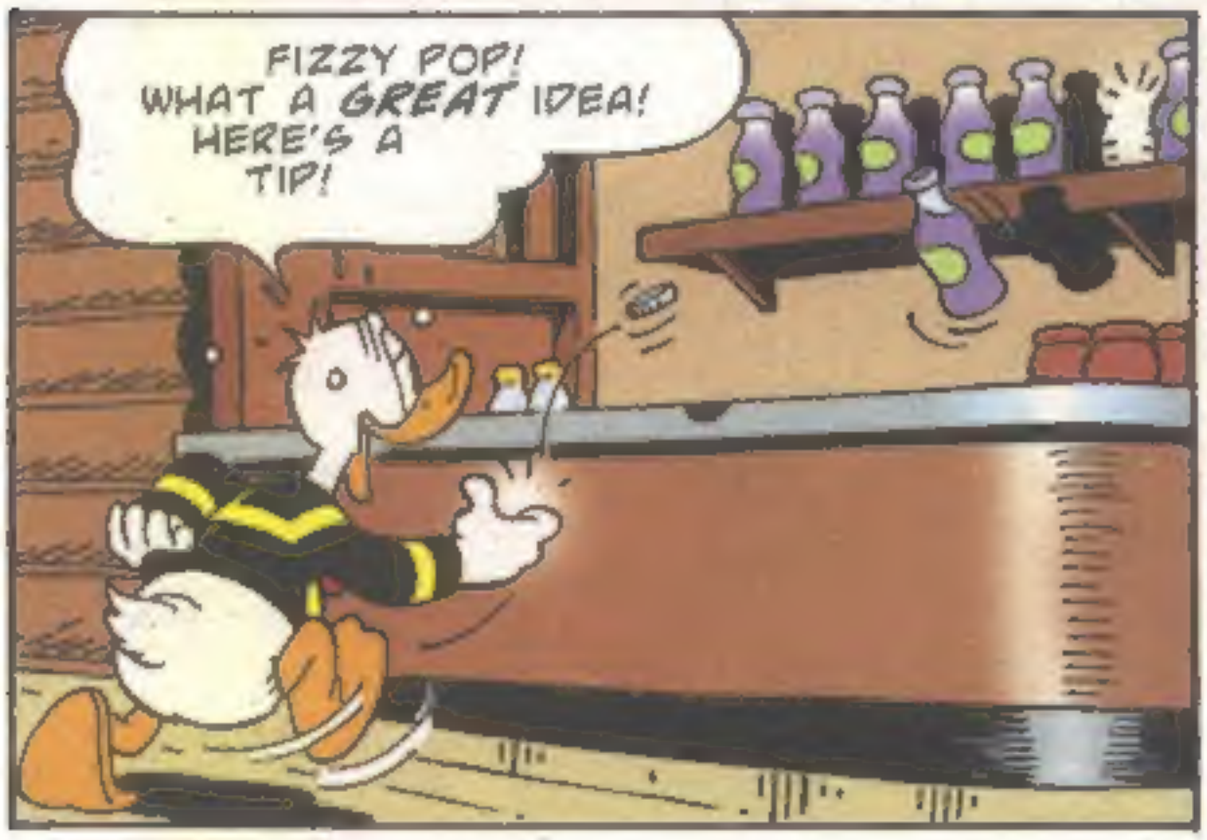
HEEELP!
UH OH! THERE GOES THE UNCA DONALD ALARM AGAIN!

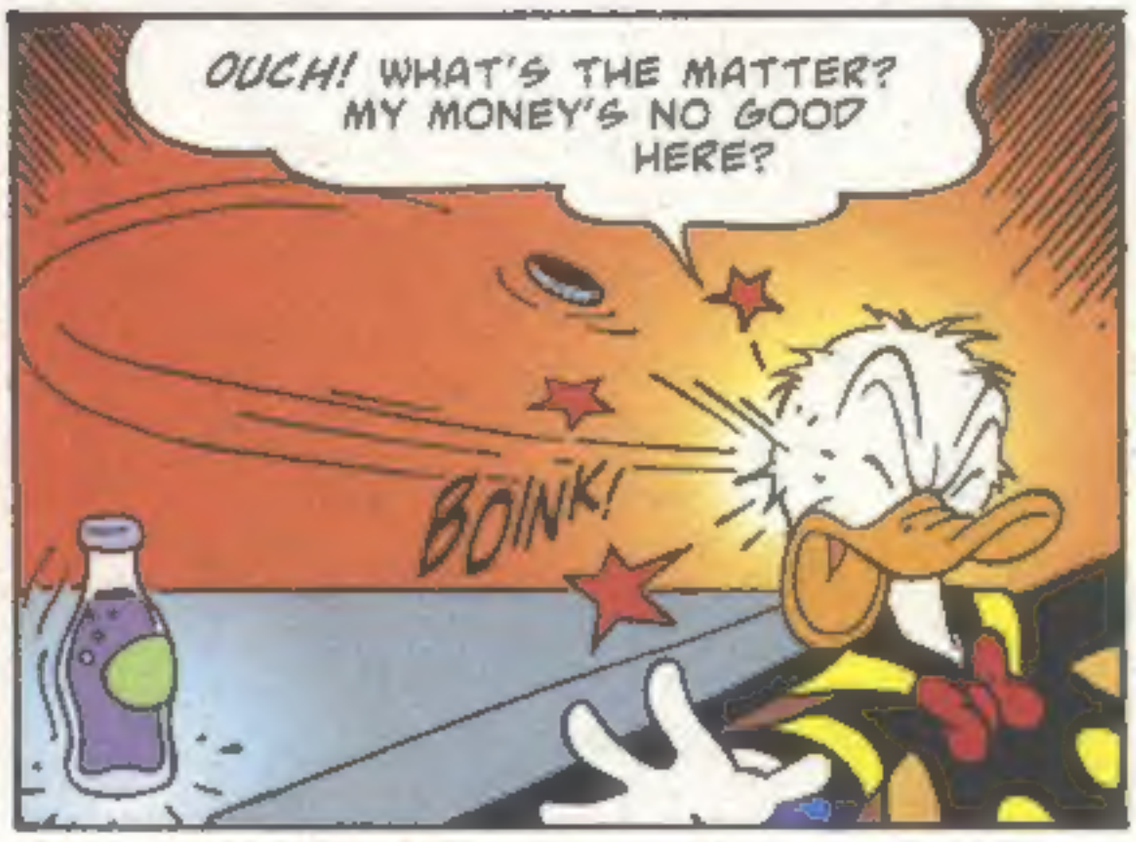

NOW WHAT?
THIS RUG! IT'S INFESTED WITH SPIRITS! IT FLEW! WHILE I WAS ON IT!


SILLY UNCA DONALD! THE ONLY PLACE RUGS FLY IS IN THE ARABIAN NIGHTS!
BUT I'VE GOT A RUG-BURN TO PROVE IT!

YOICKS!


I'M SEEING THINGS! IT ISN'T REAL! MY RADIATOR'S OVERHEATING!
YEAH! THAT'S IT! I JUST NEED TO COOL DOWN!


FIZZY POP! WHAT A GREAT IDEA! HERE'S A TIP!


OUCH! WHAT'S THE MATTER? MY MONEY'S NO GOOD HERE?
BOINK!

I'M *NOT* NUTS! I'M *NUT* NOTS! JUST NEED SOME FRESH AIR... HEH, HEH, HEH...

AND A SHARP AXE...HEH, HEH, HEH...

UNCA DONALD'S STARTING TO *WORRY* ME!

CHOP! CHOP! CHOP!

YESSIR THIS'LL DO THE TRICK! JUST THE THING TO DRAIN NERVOUS ENERGY RIGHT OUTTA ME!

THAT'S ODD...

I COULD *SWEAR* THAT...

GAAAH! THIS PLACE IS BAD! BAD! BAD! *BAAAD!*

EVIL! THIS HOTEL IS EVIL AND IT *WANTS* ME!

HOLY CANNOLI! UNCA DONALD'S GOT AN *AXE!*

AND A LUNATIC LOOK ON HIS KISSER!

BEAT FEET, MEN!

QUICK! INTO THIS ROOM!

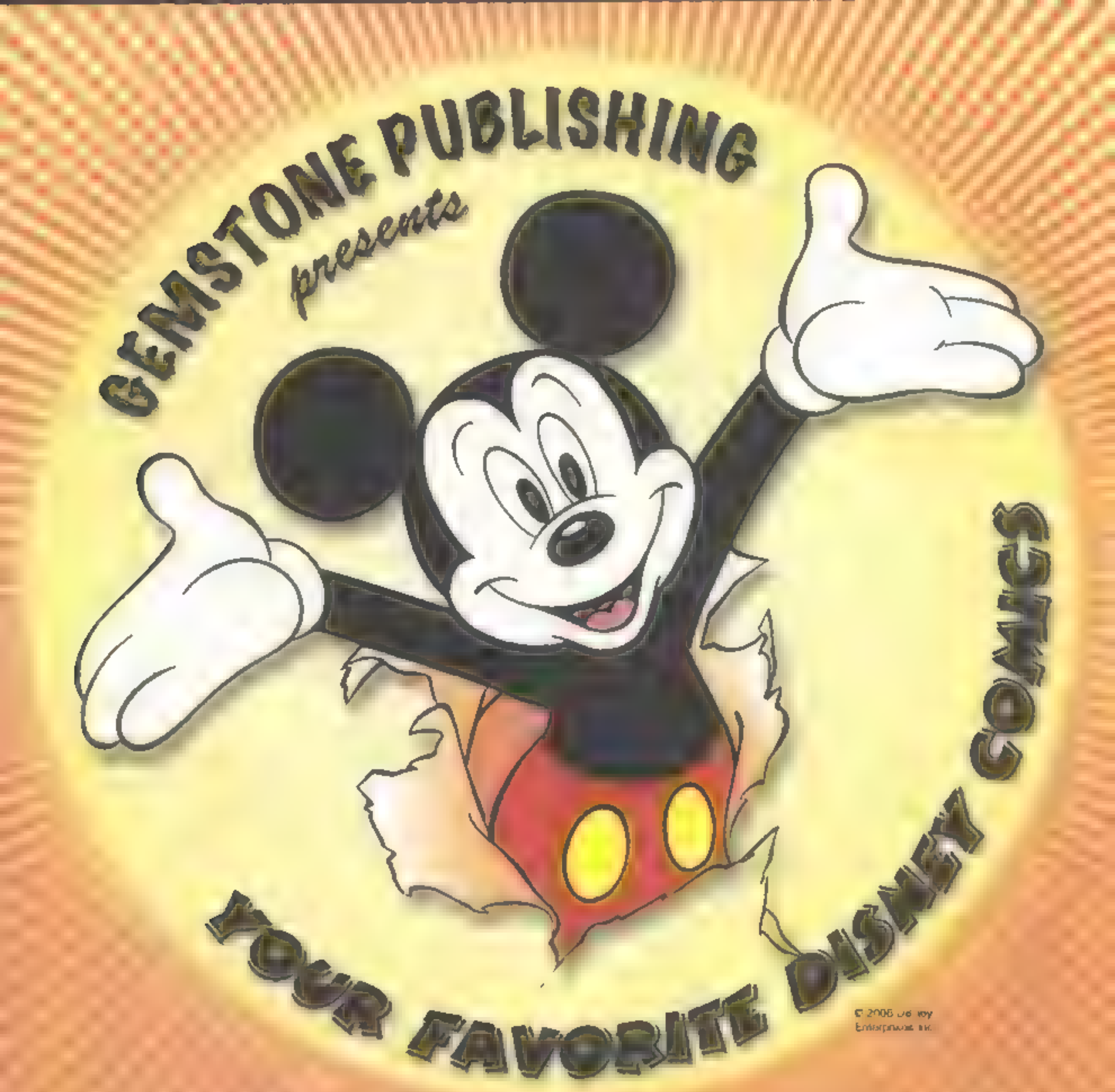
AND LOCK THE HEAVY DOOR BEHIND US!

SLAM

HUEY! DEWEY! LOUIE! FOR FUDD'S SAKE! LET ME IN!

I *MEAN* IT, BOYS! IF YOU DON'T LET ME IN RIGHT NOW, YOUR POOR UNCLE IS GOING TO BE A DUCK WHOSE GOOSE IS DEFINITELY COOKED!

TO BE CONTINUED



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WALT DISNEY'S

GOOFY IN TO THE DOGS!

LIMO DRIVER GOOFY'S AT THE AIRPORT TO COLLECT THREE BUSINESSMEN...

GAWRSH, HOPE I AIN'T TOO *LATE* TO BRING 'EM TO THEIR MEETING! I'D HATE TA LOSE MUH JOB!

LOOKING FOR B-M-I LTD.

?GRR!? *OUR* BUSINESS PARTNERS— HIRING A CABBIE SO LOUSY HE *NEVER SHOWS!* LET'S HOPE HE *LOSES* HIS *JOB!*

D 98264

BUSINESSMEN! *BUSINESSMEN!* WHERE *ARE* YOU?

THEY'LL LOVE YOU FELLAS AT THE PARTY! PERFORMING YOUR TRICKS IN THOSE SILLY *SUITS*...

JUST WAIT A MINUTE! I'LL GO PHONE FOR DIRECTIONS!

BUSINESS-MEN! AT LAST!

SORRY I'M LATE, BUT THERE WUZ SOME *AWRFUL* TRAFFIC!

EXIT

BETTER NOT MENTION HOW *SHORT* THESE GUYS ARE! THEY MIGHT BE *SENSITIVE* ABOUT IT!

I *GOT* 'EM!

GREAT, BUT WE'RE NOT *READY* FOR THEM YET! KEEP THEM ENTERTAINED FOR ABOUT AN HOUR!

OUR PARTNERS' LINE IS *BUSY!*

THEN WE CAN'T EVEN *COMPLAIN!* WE MAY AS WELL *WALK* TO THE MEETING! =GRUMBLE!=

AN *HOUR*, EH? WHUT WOULD YOU LIKE TO...

SLURP!

OH, I GIT IT! YOU CAN'T SPEAK ENGLISH— BUT YOU'RE SAYIN' YOU'RE *HUNGRY!*

YAP!

YAP! YIP!

YIP!

BOY, YOU GENTLEMEN MUSTA BEEN *STARVIN'!* WASN'T THERE ANY FOOD ON THE *PLANE?*

IF YOUR PETS CAN'T *BEHAVE,* KEEP THEM *OUT* OF MY RESTAURANT!

PETS?! WUZ THAT JUST 'CAUSE THEY'RE A LITTLE *SHORT?!*

OH WELL, MAYBE YOU'D LIKE TA DO A LITTLE *SHOPPING!*

NOW, NOW! I KNOW YORE STILL *HUNGRY,* BUT THAT'S NO EXCUSE TA GO *CRAZY!*

CAT FANCIERS, Eh? I LIKE KITTENS, MUHSELF!

GROWL!

HEY! I DON'T KNOW WHAT YOU *EAT* IN YOUR COUNTRY— BUT IN MOUSETON WE *DON'T* EAT OUR *PETS!*

GAWRSH! I'M *LATE* AGIN! YOU GUYS ARE DUE BACK AT YORE MEETING!

WE'D BETTER *HURRY!*

GRR! YIP! YIP!

MEANWHILE, AT GOOFY'S DESTINATION...

FIRST YOU *STRAND* US AT THE AIRPORT! NOW, YOU'RE NOT *READY* FOR THE MEETING?

WE JUST GOT A PHONE CALL! THERE'S BEEN AN AWFUL *MISTAKE!*

WE'RE HERE!

=UMFF!= *HUH?!*

YOU! THOSE ARE *DOGS*— WHOSE OWNER JUST CALLED FROM THE AIRPORT! YOU'VE RUINED *EVERYTHING!* YOU'RE FIRED AND...

=HA-HA!= HOW DID *YOU* KNOW WE LOVED DOGS?! WE'RE *HAPPY* TO DO BUSINESS WITH SOMEONE WHO MAKES US SO *COMFORTABLE!*

UM— NEVER MIND, GOOFY! *THANKS!*

DON'T MENTION IT!

The Life and Times of Scrooge McDuck

By Don Rosa

We all wonder how Carl Barks' webfooted tycoon acquired his famous fortune—and in *Uncle Scrooge* 285-296 (1994-96), modern-day duck maestro Don Rosa told us in a legendary epic serial. From Scrooge's Scottish childhood to his worldwide quest for gold; from his ill-starred love life to his meetings with history's heroes, Rosa left no stone unturned, no penny unpinched. And now Gemstone Publishing is collecting all 12 Eisner-winning chapters in one 264-page trade paperback, annotated by Rosa himself and embellished with art never before seen in the United States. Look for it at your favorite book store or comic shop; at just $16.99, it's a deal even a tightwad could love.

Walt Disney presents

DONALD DUCK

GEE! THERE ARE FISH UNDER THE ICE!

THEY ARE STARTING THEIR SPRING RUN TO THE SPAWNING GROUND!

IF WE CUT A HOLE IN THE ICE,

WE CAN CATCH 'EM BY THE WAGONLOAD!

TONS AND TONS OF FISH!

I'LL GET OUR FISHING RODS!

I'LL GET SOME BAIT!

I'LL GET A SLED TO HAUL 'EM HOME!

WUITHER AWAY, INFANTS, IN SUCH MAD HASTE?

THOUSANDS OF FISH

ARE RUNNING IN THE RIVER!

AND WE'RE GOING TO CATCH MILLIONS OF THEM!

COME BACK HERE! YOU KIDS CAN'T GO OUT ON THE ICE TO FISH! IT'S TOO DANGEROUS!

ICE FISHING IS FOR EXPERTS LIKE ME! YOU KIDS MAY FISH FROM THE BANK!

GRR!

SHUCKS!

FIDDLE-STICKS!

STOP BEEFING! IF WE CUT A HOLE IN THE ICE AT THE END OF THAT PIER, WE CAN CATCH A FEW FISH!

DONALD THE EXPERT, ARMS HIMSELF WITH A HUGE ARRAY OF GEAR!

ICE FISHING IS A SCIENCE, AND I KNOW ALL THE ANGLES!

EVEN THE SIZE OF THE HOLE IS IMPORTANT!

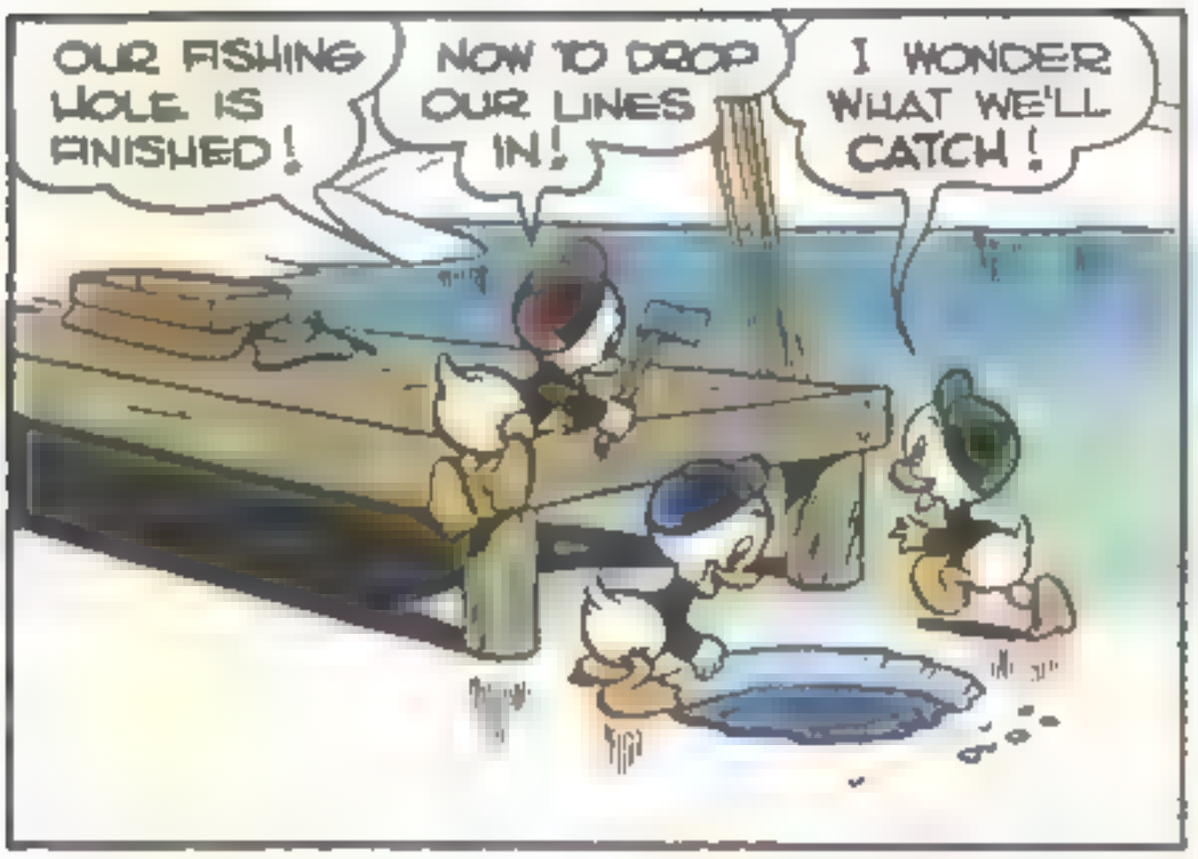
NOW A TEPEE TO KEEP LIGHT OUT OF THE HOLE!

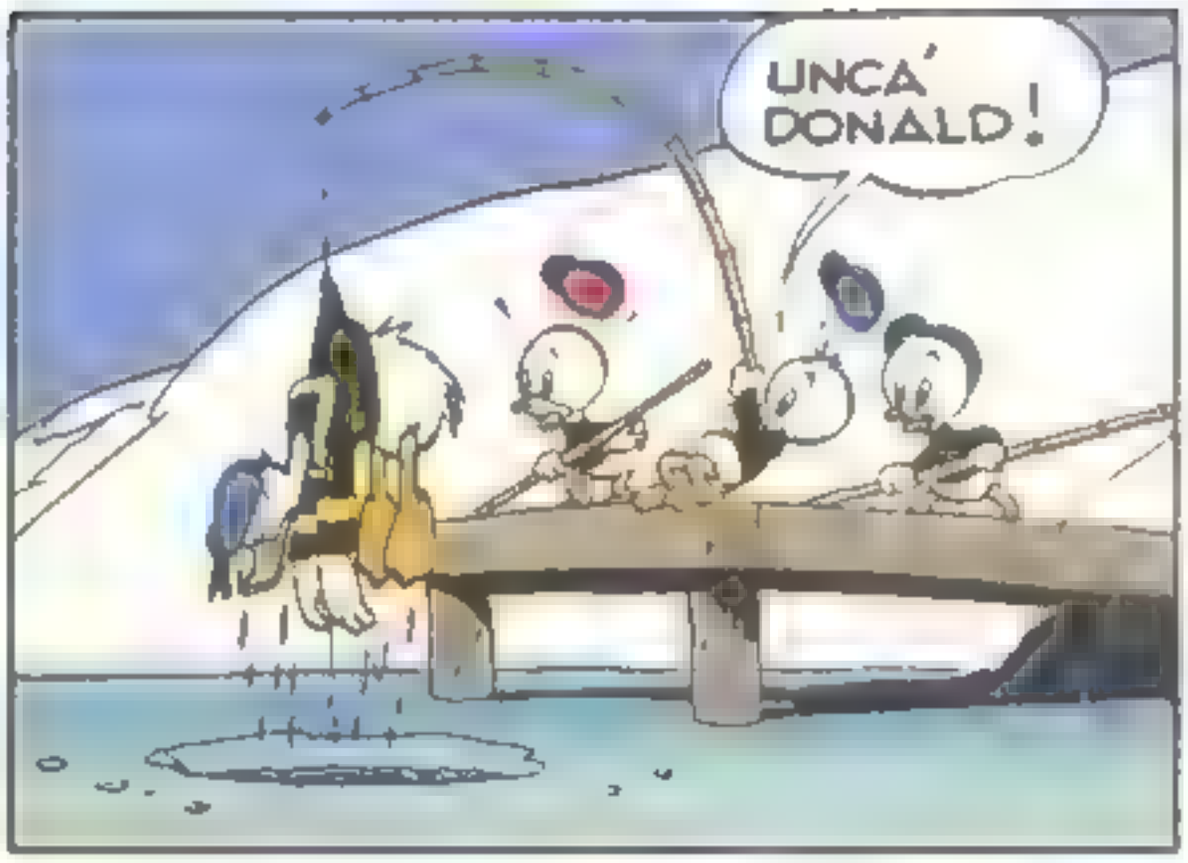
ALL THE LIGHT I NEED IS THIS LITTLE CANDLE, WHICH IS USED FOR A LURE!

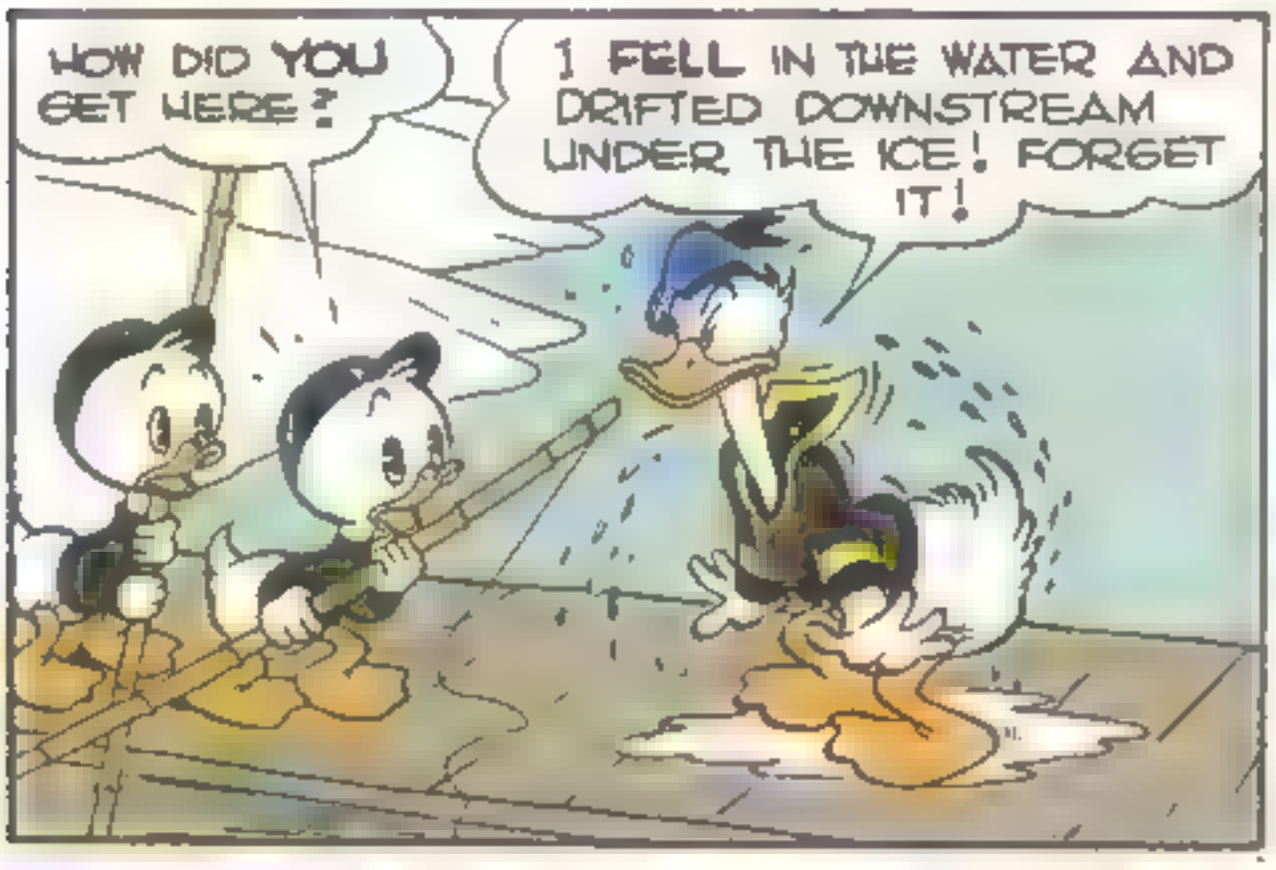
WHEN A FISH COMES UP TO LOOK AT THE LIGHT, I'LL SPEAR HIM! IT'S AS SIMPLE AS THAT!

I'M NOT TALKING TO YOU, YOU UNDERFED SARDINE! SCRAM!

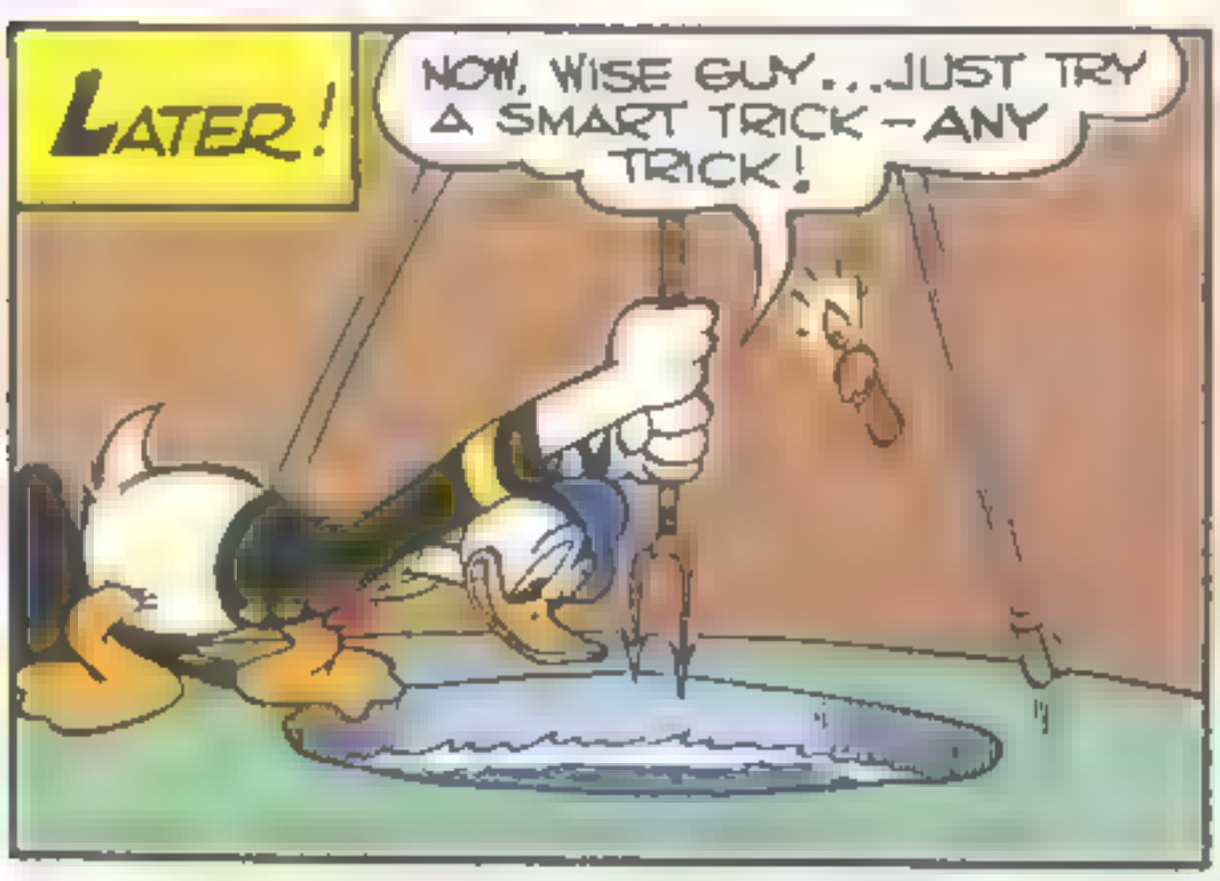
WAK! WHAT THE SAM HILL?

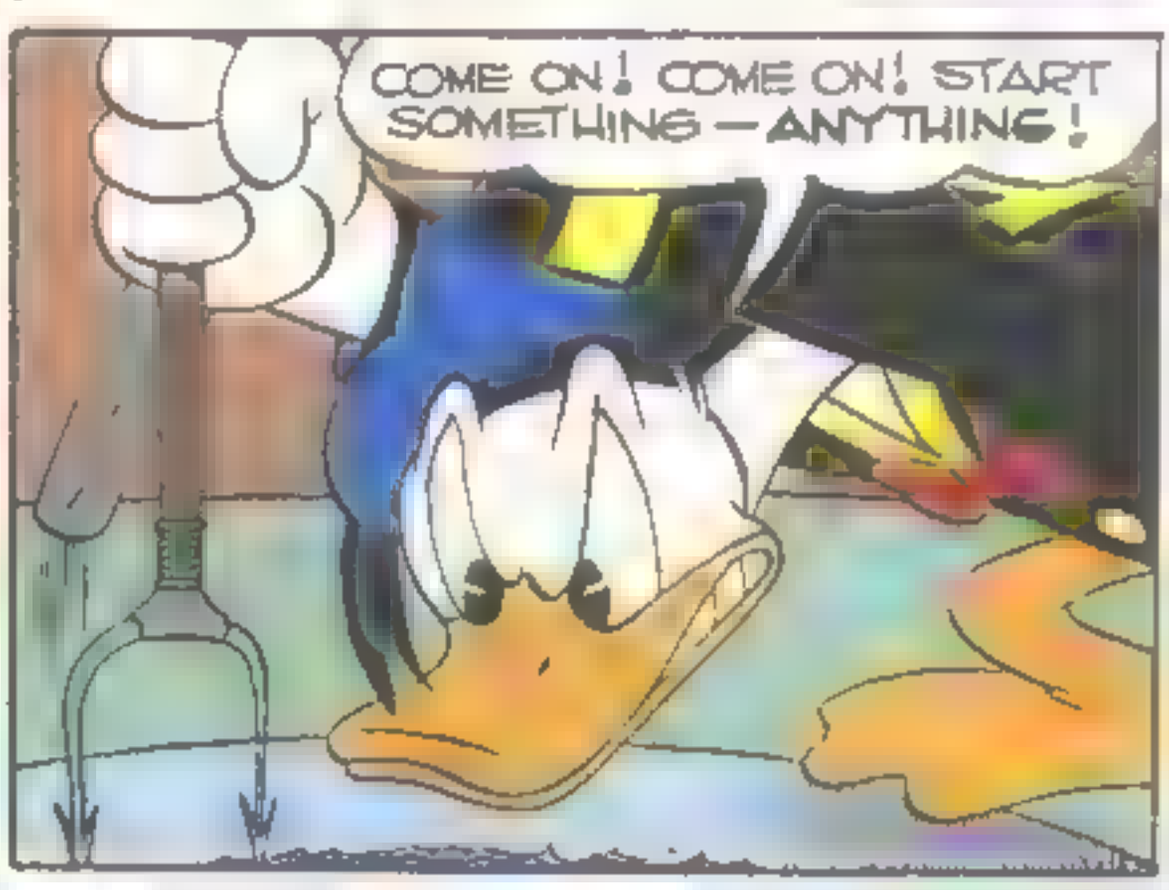

OUR FISHING HOLE IS FINISHED!
NOW TO DROP OUR LINES IN!
I WONDER WHAT WE'LL CATCH!

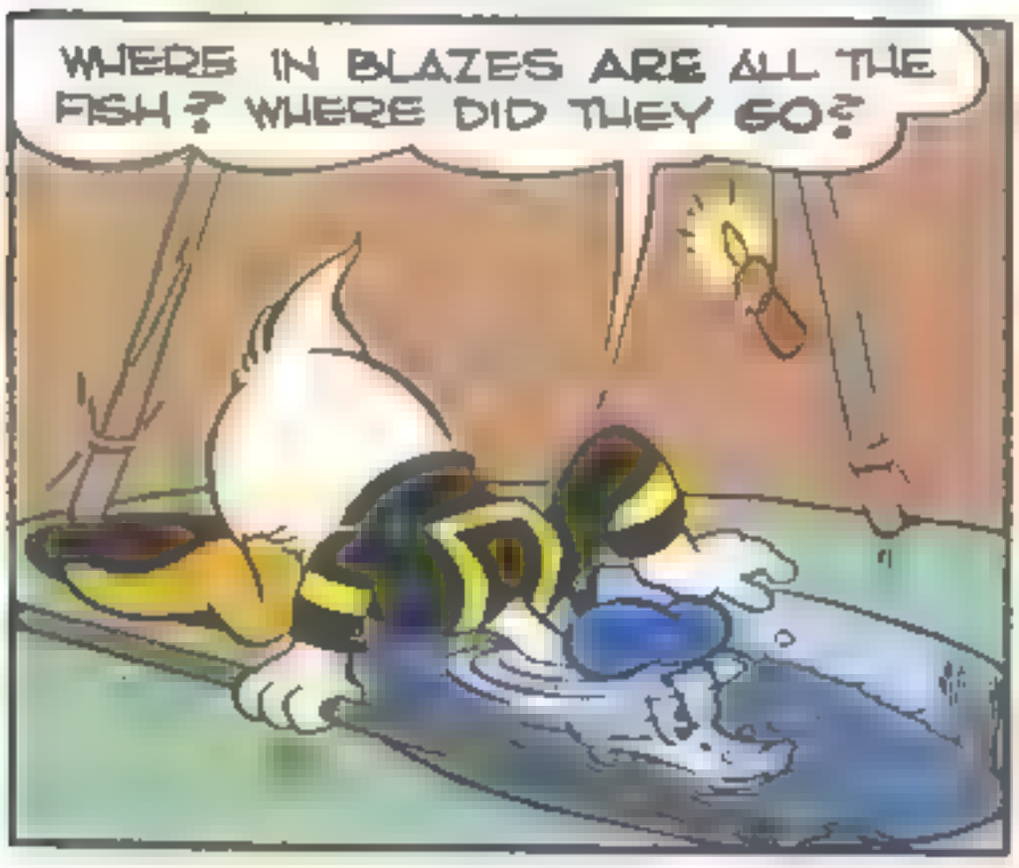

UNCA' DONALD!

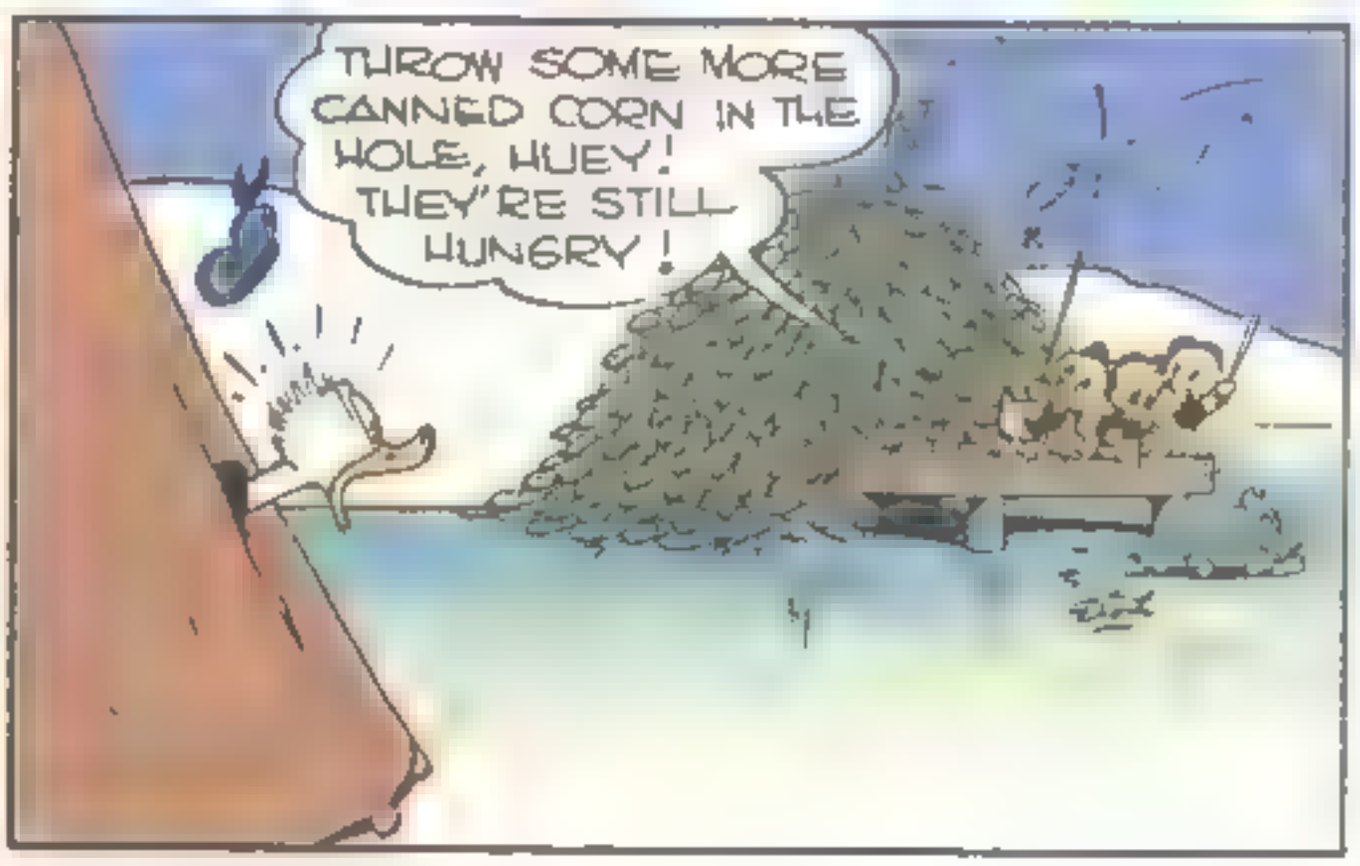

HOW DID YOU GET HERE?
I FELL IN THE WATER AND DRIFTED DOWNSTREAM UNDER THE ICE! FORGET IT!

AS SOON AS I GET SOME DRY CLOTHES ON, I'LL COME BACK AND CATCH THE SMART FISH THAT PULLED ME IN!


LATER!
NOW, WISE GUY...JUST TRY A SMART TRICK - ANY TRICK!


COME ON! COME ON! START SOMETHING - ANYTHING!


WHERE IN BLAZES ARE ALL THE FISH? WHERE DID THEY GO?


THROW SOME MORE CANNED CORN IN THE HOLE, HUEY! THEY'RE STILL HUNGRY!

THOSE KIDS CAN'T SHOW ME UP! I CAN USE BAIT, TOO!

HERE, FISHES, IS ONE SALMON EGG! I DON'T BELIEVE IN RUNNING A FREE LUNCH!

HEY! NOT SO FAST! I HAVEN'T GOT MY SPEAR READY!

CLUNK!

I'LL TIE A STRING TO THE EGG! MAKE THE FISH JUMP FOR IT!

SPUT

SMART FISH, EH?.... PUT OUT THE LIGHT SO I CAN'T SEE YOU! BUT I CAN GUESS WHERE YOU ARE!...TAKE THAT!

OW!

THIS'LL COST YOU PLENTY, DUCK! FIFTY DOLLARS FINE FOR FISHING WITH A LIGHT! TEN DOLLARS FOR USING A TEPEE, AND FIVE DOLLARS FOR STICKING A GAME WARDEN OUT OF SEASON!

DONALD RAYS UP AND RETURNS TO THE RIVER! MAD— AND HOW!

I'LL GET THE FISH THAT CAUSED ME ALL OF THAT TROUBLE IF IT'S THE LAST THING I DO!

HE WOULDN'T GIVE ME A CRACK AT HIM ON THE SURFACE, SO I'LL GO DOWN AFTER HIM!

THERE HE IS!

DON'T TRY TO RUN AWAY, YOU SCALY CROW! I'LL HOUND YOUR FOOT-PRINTS CLEAR TO THE NORTH POLE!

WAK!

NICE FISHIE, COME BACK, AND I'LL GIVE YOU A SALMON EGG!

WERE — SEE IT?

HEY! WHAT'S HAPPENED?

MY AIR HELMET IS BROKEN! I'LL DROWN IF I DON'T GET OUT OF HERE!

WHERE'S THAT DOGGONE HOLE?

IS IT UPSTREAM OR DOWNSTREAM? I CAN'T HOLD OUT MUCH LONGER!

GOODBYE, CRUEL WORLD! I'M A GONE GANDER!

WE'VE CAUGHT ENOUGH FISH!

YEAH!

I'LL DROP MY HOOK ONE MORE TIME! MIGHT CATCH A WHALE! NEVER CAN TELL!

UNCA' DONALD!

YOU AGAIN!

WHY DON'T YOU GROW GILLS, SO YOU CAN LIVE DOWN THERE?

SHUT UP! I'M TOO BUSY TO LISTEN TO YOUR WISE-CRACKS!

I'VE NEVER SEEN UNCA' DONALD SO MAD!

SOMETHING HAS REALLY GOT HIS GOAT!

WOW!

DONALD ONCE MORE CHANGES TO DRY CLOTHES!

FROM NOW ON, FISH WILL KNOW ME AS THE DRAGON OF THE DEEP!

THIS STORE MUST HAVE WHAT I WANT!

WAR SURPLUS

GOODNESS, NO! WE DON'T SELL DEPTH BOMBS!

WELL, I'LL TAKE DYNAMITE, THEN! I CAN MAKE MY OWN BOMBS!

I CAN TIME THIS BOMB TO EXPLODE EXACTLY UNDER THE FISH!

DONALD RETURNS TO THE RIVER WITH HIS DIABOLICAL CONTRIVANCE!

I'LL LURE THE FISH TO THE HOLE...THEN TOSS THE BOMB UNDER HIM!

DANGER!

HERE FISHIE! FISHIE!

WHAT IS UNCA' DONALD UP TO THIS TIME?

HE'S STILL TRYING TO CATCH HIS FIRST FISH!

WHAT AN EXPERT!

NOW HE'S GOING TO THROW THAT BIG CAN IN THE WATER!

THAT'S A BOMB! RUN FOR YOUR LIVES! IT'S SET TO EXPLODE IN FIVE SECONDS!

DOGGONE! IT'S HARD TO GET STARTED ON THIS SLIPPERY FOOTING!

THREE MORE SECONDS OF THIS, AND WE'LL BE SLOPPING FOR A NEW UNCLE!

I'M GOING! I'LL COUNT THREE AND DIVE FOR THE ICE!.. ONE!... TWO!.....

THREE!

SAFE! AT THIS DISTANCE I CAN'T GET ANYTHING WORSE THAN A DUCKING!

BUT — UNKNOWN TO DONALD, THE CURRENT HAS ROLLED THE BOMB DIRECTLY BENEATH HIM!

WHOOM!

LINCA' DONALD IS STILL GOING UP!

AS LONG AS HE KEEPS GOING THAT WAY, HE'S OKAY!

BUT THEN WHAT?

THEN — START WORRYING BOYS! HE'S COMING DOWN!

SPLASH!

HE STRUCK IN THE WATER! HE'LL SURVIVE!

I DON'T KNOW WHICH I NEED MOST — GILLS OR WINGS!

UNCA' DONALD IS **REALLY** IN DANGER NOW!

THE EXPLOSION SHATTERED THE ICE FOR HALF A MILE DOWN THE RIVER!

AND THE WHOLE MASS IS DRIFTING OVER THE **FALLS**!

GLORY BE! I BETTER SCRAM FOR SHORE — AND **FAST**!

OH! OH! THE ICE IS TOO FAR OUT! I CAN'T JUMP ASHORE, AND THE CURRENT IS TOO SWIFT ALONG HERE TO SWIM!

KEEP JUMPING UPSTREAM ON THE ICE CAKES, UNCA' DONALD!

WE'LL GET OUR FISHPOLES!

IN SPITE OF DONALD'S FRANTIC EFFORTS, THE DREADFUL FALLS DRAW NEARER AND NEARER!

GASP! PUFF! PANT!

END OF THE LINE!

BUT — WITH UNERRING AIM, THREE STOUT FISHHOOKS SAIL THROUGH THE AIR!

GOT HIM!

WHO IS THIS GUY WE'RE PULLING OUT OF THE DRINK FOR THE THIRD TIME TODAY!

HE'S THE EXPERT WHO WOULDN'T LET US FISH THROUGH THE ICE

BECAUSE IT WAS TOO DANGEROUS!

UNCA' DONALD, WHAT GOT YOU SO RILED UP?

YOU'VE BEEN TEARING AROUND ALL DAY WITH SPEARS AND DIVING SUITS AND DEPTH BOMBS!

I'VE BEEN TRYING TO CATCH A BIG, SMART OLD FISH!

THERE HE IS NOW!

WHY DIDN'T YOU DO IT THE SIMPLE WAY — LIKE THIS?

A LITTLE BAIT ON A FISHHOOK, AND —

FLIP!

MUMBLE! MUMBLE!

WHAT AILS UNCA' DONALD SO SUDDEN-LIKE?

I ASKED IF HE HAD ANY MORE FISH HE WANTED US TO CATCH!

AND HE WALKS AWAY TALKING TO HIMSELF!

Walt Disney presents

DONALD DUCK in the QUACKING

DONALD AND THE BOYS HAVE AGREED TO BECOME CARETAKERS AT THE UNDERCOOK HOTEL WHILE IT IS CLOSED FOR THE WINTER! BUT WHEN OUR DUCK STARTS SEEING WEIRD AND TERRIFYING SIGHTS, THE NEPHEWS THINK THEIR UNCLE IS LOSING HIS MARBLES

THEY'RE COMING TO GET ME, BOYS! GHOSTS! SPOOKS! MONSTERS! *PLEASE!* LET ME IN!

IT'S ONLY IN YOUR HEAD UNCA DONALD! GO AWAY!

D 2002 194

I'M NOT STAYING OUT HERE WITH THESE THINGS! *GANGWAY!*

WHACK!

UNCA DONALD'S MIND HAS JUMPED THE TRACKS! WE'VE GOT TO *DEFEND* OURSELVES!

THIS VASE SHOULD DO THE TRICK!

I'M THROUGH! FOLLOW ME, KIDS! THEY'RE RIGHT BEHIND.. *GLEEP!*

SORRY, UNCA DONALD! IT'S FOR YOUR OWN GOOD!

CLONK!

COME ON! LET'S PUT HIM SOMEWHERE WHERE HE WON'T DO ANY HARM!

EVERYTHING'S PERFECTLY NORMAL! POOR UNCA DONALD WAS HALLUC-INATING!

OOO! WHAT HIT ME?

WE'RE LOCKING YOU IN THE PANTRY, UNCA DONALD! IT'LL GIVE YOU TIME TO COME TO YOUR SENSES!

BUT I SAW GHOSTS! YOU *GOTTA* BELIEVE ME!

THERE *ARE* NO GHOSTS! IT'S ALL IN YOUR HEAD!

IF YOU KEEP ON SEEING THINGS, DON'T LET 'EM BOTHER YOU!

JUST PAY NO ATTENTION TO THE HALLUCINATIONS AND YOU'LL BE ALL RIGHT!

YOU KNOW, I *STILL* HAVE A FUNNY FEELING!

LET'S NOSE AROUND THE WOOD-PILE! THAT'S WHERE UNCA DONALD TOTALLY FREAKED OUT!

AHA! FEAST YOUR PEEPERS ON THOSE!

FOOTPRINTS! AND THEY'RE *NOT* UNCA DONALD'S!

WHOA! THIS IS A *STEEP* STAIRWAY! WE MUST BE FAR BELOW THE HOTEL BY NOW!

I SMELL A MYSTERY, MEN!

HEY! LOOK AT THAT FUNNY MAN! HE'S DIGGING SOMETHING UP!

WHO ARE YOU, MISTER? WHAT ARE YOU *DOING* HERE?

THE NAME'S GORCEY! I'M A GEOLOGIST!

AS YOU MIGHT KNOW, THE HOTEL WAS HIT BY A *METEORITE* A FEW YEARS AGO! THE CORE OF THAT METEORITE IS BURIED RIGHT HERE BENEATH THE RECONSTRUCTED BUILDING!

I'VE BEEN SECRETLY EXCAVATING THE METEORITE EVERY WINTER SINCE! IT'S MADE OF AN ALLOY WHICH EMITS *RADIATION* THAT I SIPHON AND STORE IN THESE TANKS!

WHEN FILTERED THROUGH THIS DEVICE I INVENTED, THAT RADIATION CAUSES INANIMATE OBJECTS TO BECOME ANIMATED! THEY COME TO LIFE!

THAT EXPLAINS ALL THE WEIRD THINGS UNCA DONALD SAW!

WHEN THE METEOR IS COMPLETELY UNEARTHED, IT'LL PROVIDE A NEW SOURCE OF *ENERGY* TO THE WORLD! IT WILL RUN CARS AND PLANES AND TRAINS!

AND I ALONE WILL CONTROL THAT VAST POWER! I WILL HAVE THE MONOPOLY! *HAH HAH HAH!*

IT'S JUST TOO BAD YOU DUCKS DIDN'T FALL FOR MY TRICKS AND THINK THE PLACE WAS *HAUNTED* LIKE ALL THE OTHERS!

RUN, MEN! THE BOZO MEANS BUSINESS!

BUT NOW THAT YOU'VE DISCOVERED ME, YOU HAVE TO BE *DEALT* WITH!

MAYBE WE CAN HIDE IN THE TOPIARY GARDEN! GO! GO! *GO!*

YOU CAN'T ESCAPE! NOT WHEN I HAVE THE POWER TO MAKE INANIMATE OBJECTS DO MY BIDDING!

THIS IS A NIGHTMARE!

ZING!

MEANWHILE..

THERE! PICKED THE LOCK AT LAST! AND THE BOYS WERE RIGHT I'VE FINALLY COME TO MY SENSES!

HELP US, UNCA DONALD!

EH?!

HRM! ANOTHER HALLUCINATION! JUST GOTTA HEED THE KIDS' ADVICE! IF I PRETEND I DON'T SEE IT, I'LL BE OKAY!

BOILER ROOM

MY, MY! MORE SNOW! IT'S GONNA GET COLDER! BEST *STOKE* THE BOILERS LIKE MR UNDERCOOK INSTRUCTED!

WRONG DOOR, DONALD...

GOSH! I DON'T REMEMBER THE STAIRS DOWN TO THE BOILER ROOM BEING SO LONG AND STEEP! OH, WELL...

LET'S SEE! *WHAT* DID MR. UNDERCOOK SAY? OPEN THE VALVES ALL THE WAY? YEP! THAT'S THE TICKET!

HAH! YOU'RE TRAPPED! MY MANIPULATED MINIONS ARE ABOUT TO POUNCE! SAY YOUR PRAYERS, BOYS!

THIS IS IT! I'M SCARED!

WE *ALL* ARE! WHAT A WAY TO GO!

WHAAAH!

REVERBERATIONS FROM THE "QUACKING" LOOSEN SNOW PILED HIGH ON THE ROOF OF THE HOTEL.

RUMBLE!

LOOK! GORGEY AND HIS GIZMO ARE *DOWN* FOR THE COUNT!

THE TOPIARY BEASTS ARE REGULAR PLANTS AGAIN!

RIZZ!

WHAT DO YOU KNOW? IT'S JUST LIKE MR. DITHERS SAID! THE "QUACKING" SAVED US!

WHAT A *GOOFY* POWER!

UNCA DONALD! WHAT ARE *YOU* DOING HERE?

AWP! HE'S *REVERSED* THE POLAR TY INSIDE THE TANKS!

THE RADIATION HAS BEEN DIRECTED BACK TO THE METE-ORITE CORE! THE WHOLE PLACE IS GOING TO *BLOW!*

WHO WAS *THAT* YO-YO?

NEVER MIND, UNCA DONALD! HE *KNOWS* WHAT HE'S TALKING ABOUT!

DOES THIS HAVE ANYTHING TO DO WITH THOSE HALLUCI-NATIONS I'M SUPPOSED TO IGNORE?

ZIP IT AND *KEEP* MOVING!

BOOM!

DON'T MILK THE COWS BEFORE MIDNIGHT, MA

WE'RE IN LUCK! GORCEY WAS *DAZED* BY THE BLAST!

AND THE METEORITE WAS *ATOMIZED* IN THE PROCESS!

IS THIS *ANOTHER* HALLUCINATION? SHOULD I IGNORE IT, TOO?

AFRAID NOT, UNCA DONALD! THAT SMOKE CAN BE SEEN FOR MILES! MR. UNDERCOOK WILL BE HERE IN NO TIME FLAT!

AND SO...

YESSIREEE! THE "QUACKING" *SAVED* YOU YOUNGSTERS! JUST LIKE I SAID IT WOULD!

POLICE

MY HOTEL... MY BEAUTIFUL HOTEL...

JUST ONE MORE OF THOSE TRIFLING MISFORTUNES, BOSS! GUESS YOU'LL HAVE TO *REBUILD* AGAIN!

IN THE MEANTIME, THERE'S THE LITTLE MATTER OF MY ÷AHEM÷ WAGES!

WHAT?! YOU OWE *ME* A BRAND NEW HOTEL!

WHEN I GET MY *HANDS* ON YOU, YOU'LL BE SORRY YOU EVER CRAWLED OUT OF YOUR HAMMOCK!

WAAAAK!

HOW ABOUT THAT? UNCA DONALD'S GOT THE GIFT OF THE "QUACKING", TOO!

POLICE

THE END

GEMSTONE PUBLISHING

AN EPIC ADVENTURE OF SWORD AND SORCERY

starring

HUEY

DEWEY

LOUIE

Walt Disney's

WORLD OF THE DRAGONLORDS

by Byron Erickson and Giorgio Cavazzano

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DONALD DUCK

JUTE

HINTERMANN

BRENDON

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What Barks' "Christmas for Shacktown" is to the holiday season, his "Trick or Treat," reprinted in *Donald Duck and Friends* 332, is to Halloween. It is that special story you can't help but warmly associate with the eerie eve of ghosts, goblins, and witches. In fact, over the years, I daresay Unca Carl's comic book version has come to overshadow the original animated short upon which it was based.

The character of Witch Hazel is one of the few "human types" that somehow manages to not look grossly out of place in the Disney comics' Duck and Mouse cosmos. Perhaps this acceptance is due to her supernatural nature and engaging personality. The pun from which this beloved broom-rider derives her name must have been irresistible not only to the Disney animation unit that produced the short, but also to director Chuck Jones and writer Michael Maltese of "that neighboring studio" (Hm... Would the use of such terminology result in the famed animation director being referred to as "Neighbor Jones"?) Just imagine... Two characters named "Witch Hazel" from the top two American animation studios of all time. Each created to play off of their respective studio's biggest star—and each, if memory serves, voiced by the talented vocal performer June Foray! I'd call that a bit of Halloween magic and Hollywood magic rolled into one!

—*Joe Torcivia*
via email

And, getting back to comic books, don't forget John Stanley and Irving Tripp's unforgettable Witch Hazel who, along with her niece Little Itch, plagued Little Lulu regularly in Lulu's storytime tales.

Now, since this seems the logical title in which to print a review of our recent one-shot, World of the Dragonlords, *we present one below. If you don't already have your copy, shame on you! Ask your local comic retailer for one.*

I have never liked science fiction; or fantasy for that matter. Dragons bore me, or worse, annoy me. The juxtaposition of magic/technology and medieval armored guys fighting with swords irritates me. But having said all that, *World of the Dragonlords* was an incredible story. I enjoyed it much, much more than I anticipated. Byron Erickson's script was tight and direct, with drama and excitement, and not weighed down with forced explanation (an example of that would be at the top of page 57 when a Duckburgian refers to "Orcs." While I'm sure some readers missed the reference to *Lord of the Rings,* that sequence would have felt too forced if a character had specifically mentioned *Lord of the Rings* to allow Erickson to not-so-slyly let all readers in on the reference). Furthermore, Erickson comments in his introduction on his attention to the personalities of the characters, and this shows in the story as the characters ring true throughout. I also very much liked the "elsewheres," in which the story flipped back to Duckburg for a page or two, revealing what was going on in the Ducks' real world. In short, Byron Erickson generated an incredible performance; I would like to see other stories he has written in your regular offerings.

On the subject of Giorgio Cavazzano, to my surprise I found his art very, very enjoyable. Despite my relative youth, I have a tendency to principally favor "normal" artists—Carl Barks, Vicar, Don Rosa, William Van Horn, Tony Strobl—and to disfavor less conventional expression. Romano Scarpa is probably where I draw the line. (I should mention, if it's not already painfully obvious, that I'm a bit of a philistine when it comes to artwork, perhaps explaining my preferences; my opinions in the grand scheme of Disney artwork may not be all that valid). Cavazzano's art, however, was very, very good. The guy can really draw, and I can understand why he is such a star in Europe. He has an extremely nice touch, and despite not being as conventional, his work conveys exactly what is needed, and does not burden the poor reader with an excessive display. Especially appreciated were the large panel scenes, the ones Barks too often found cut or shrunk from his stories. We don't see those often in regular stories, so it was nice to see them so prevalent here. Let's have some more of Cavazzano's artwork.

So, long and short, this story has jumped to my top 50 all time-Duck stories, just behind about 30 of Barks' and 20 of Rosa's and Van Horn's. Please thank Mr. Erickson on my behalf for his story.

—*Robert Hutchings*
via email

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TOO COOL!

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